

Appl. No. 10/055,805
Response dated 9/8/2005
Reply to Office Action of 3/08/2005

AMENDMENTS TO CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (currently amended) A computer program product comprising:
a computer usable medium having computer readable program code for enabling an odd ~~triality~~ number of players to wager on a random chance event embodied ~~therein~~ in said computer usable medium, said computer readable program code configured to:
present a gaming interface to said odd ~~triality~~ number of players where at least one of said odd number of players is a hosting entity;
obtain a wager from said odd ~~triality~~ number of players via said gaming interface;
obtain a predicted outcome from said odd ~~triality~~ number of players via said gaming interface;
execute a random number generator configured to simulate a random chance event when said odd ~~triality~~ number of players have each completed entering said wager and said predicted outcome;
present an animated graphical component that simulates said random chance event to at least one of said odd number of players via said gaming interface;
obtain an actual outcome using output from said random number generator, wherein said random number generator executes on a gaming engine separable from said gaming interface and wherein of said odd ~~triality~~ number of players wagering on said predicted outcome at least one player with an odd minority result matching said predicted outcome is to be determined as a winner;
determine said winner of said odd ~~triality~~ number of players from said actual outcome and if said winner cannot be determined, re-executing said random number generator an iterative

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number of times until a second actual outcome matches said predicted outcome and said winner is determined;

charge a game fee amount to said winner of said odd ~~trality~~ number of players;

present a graphical component to inform said odd ~~trality~~ number of players of a win if said predicted outcome matches said actual outcome or said second actual outcome derived by said execution of said random number generator.

2. (canceled)
3. (original) The computer program product of claim 2 wherein said gaming interface is coupled to said gaming engine via an interconnection fabric.
4. (original) The computer program product of claim 1 wherein said wager comprises an item having monetary value.
5. (original) The computer program product of claim 1 wherein said wager comprises credits earned by said player for performing at least one certain action.
6. (original) The computer program product of claim 1 wherein said wager comprises fun money having no monetary value.
7. (original) The computer program product of claim 1 wherein said wager activates a play button in said gaming interface when said wager exceeds a minimum amount.

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8. (original) The computer program product of claim 1 wherein said play button in said gaming interface deactivates when said wager is above a certain threshold.
9. (original) The computer program product of claim 1 wherein said predicted outcome comprises a guess of said actual outcome or said second actual outcome to be derived by said random number generator.
10. (currently amended) The computer program product of claim 1 wherein said gaming interface comprises ~~an animation window for displaying a visual depiction of said random chance event simulated by said random number generator~~ a communication component for said odd number of players to communicate amongst themselves.
11. (original) The computer program product of claim 1 wherein said random chance event comprises a binary event.
12. (original) The computer program product of claim 11 wherein said binary event comprises a simulated coin flip.
13. (currently amended) The computer program product of claim 1 further comprising computer readable program code configured to:
determine a win amount associated with said wager when said predicted outcome matches said
actual outcome or said second actual outcome;
deduct a game fee from said win amount to derive a last win amount;
distribute said last win amount to an account associated with said player.

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14. (original) The computer program product of claim 13 wherein said game fee comprises a fixed amount.

15. (original) The computer program product of claim 13 wherein said game fee comprises a variable amount.

16. (currently amended) The computer program product of claim 15 where said variable amount depends upon said wager obtained from at least one of said odd number of players.

17. (original) The computer program product of claim 1 wherein said actual outcome generated by said random number generator is a first choice fifty percent of the time said random number generator is executed.

18. (currently amended) A method for enabling an odd ~~triality~~ number of players to wager on a random chance event comprising:

obtaining a wager on a binary event from an odd ~~triality~~ number of players via a gaming interface;

obtaining a predicted outcome that relates to said binary event from said odd ~~triality~~ number of players via said gaming interface;

executing a random number generator configured to simulate a random chance event when said odd ~~triality~~ number of players has completed entering said wager and said predicted outcome;

obtaining an actual outcome using output generated by said random number generator, wherein said random number generator executes on a gaming engine separable from said gaming interface and wherein of said odd ~~triality~~ number of players wagering on said predicted

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outcome a player with an odd ~~minority~~ result is to be determined as winner in cases where there is a single one of said odd result from a set of results;

determining said winner of said odd ~~triality~~ number of players from said actual outcome and if said winner cannot be determined re-executing said random number generator an iterating number of times until a second actual outcome matches said predicted outcome and said winner is determined;

charging a game fee amount to said winner of said odd ~~triality~~ number of players who accurately predicted said binary event;

informing said odd ~~triality~~ number of players of a win if said predicted outcome matches said actual outcome.

19. (canceled)

20. (currently amended) The method of claim 19 18 wherein said gaming interface is coupled to said gaming engine via an interconnection fabric.

21. (original) The method of claim 18 wherein said wager comprises an item having monetary value.

22. (original) The method of claim 18 wherein said wager comprises credits earned by said player for performing a certain action.

23. (original) The method of claim 18 wherein said wager comprises fun money having no monetary value.

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24. (original) The method of claim 18 wherein said wager activates a play button in said gaming interface when said wager exceeds a minimum amount.
25. (original) The method of claim 18 wherein said play button in said gaming interface deactivates when said wager is above a certain threshold.
26. (original) The method of claim 18 wherein said predicted outcome comprises a guess of said actual outcome derived by said random number generator.
27. (original) The method of claim 18 wherein said gaming interface comprises an animation window for displaying a visual depiction of said random chance event simulated by said random number generator.
28. (original) The method of claim 18 wherein said random chance event comprises a binary event.
29. (original) The method of claim 28 wherein said binary event comprises a simulated coin flip.
30. (currently amended) The method of claim 18 further comprising:
determining a win amount associated with said wager when said predicted outcome matches said actual outcome;
deducting a game fee from said win amount to derive a last win amount;
associating said last win amount with an account associated with at least one of said odd number of players.

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31. (original) The method of claim 30 wherein said game fee comprises a fixed amount.
32. (original) The method of claim 30 wherein said game fee comprises a variable amount.
33. (currently amended) The method of claim 32 where said variable amount depends upon said wager obtained from said odd number of players.
34. (original) The method of claim 18 wherein said actual outcome generated by said random number generator is a first choice fifty percent of the time said random number generator is executed.
35. (currently amended) An apparatus for enabling a player to wager on at least one random chance event comprising:
- a processor;
 - memory coupled to said processor;
 - a gaming engine configured to interface with a gaming interface via an interconnection fabric,
 - said gaming engine configured to:
 - obtain a wager from a player;
 - obtain a predicted outcome from said player;
 - simulate a random chance event by executing a random number generator when said gaming engine has obtained said wager and said predicted outcome, wherein said wager comprises an item having monetary value and wherein said player and two other players enter said wager on said predicted outcome;

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obtain an actual simulated outcome of said random chance event using output generated by said random number generator, wherein said player with an odd result wins;
allow said player and said two other players to wager against each other by issuing challenges to one another;
charge a game fee amount; and,
inform said player of a win if said predicted outcome differs from a second predicted outcome from a second player and also differs from a third predicted outcome from a third player.

36. (canceled)

37. (original) The apparatus of claim 35 wherein said wager comprises credits earned by said player for performing at least one predetermined action.

38. (original) The apparatus of claim 35 wherein said wager comprises fun money having no monetary value.

39. (original) The apparatus of claim 35 wherein said wager activates a play button in said gaming interface when said wager exceeds a minimum amount.

40. (original) The apparatus of claim 35 wherein said play button in said gaming interface deactivates when said wager is above a certain threshold.

41. (original) The apparatus of claim 35 wherein said predicted outcome comprises a guess of said actual outcome derived by said random number generator.

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42. (original) The apparatus of claim 35 wherein said gaming interface comprises an animation window for displaying a visual depiction of said random chance event simulated by said random number generator.
43. (original) The apparatus of claim 35 wherein said random chance event comprises a binary event.
44. (original) The apparatus of claim 43 wherein said binary event comprises a simulated coin flip.
45. (original) The apparatus of claim 35 wherein said gaming engine is further configured to:
determine a win amount associated with said wager when said predicted outcome matches said actual outcome;
deduct a game fee from said win amount to derive a last win amount;
credit or debit said last win amount to an account associated with said player.
46. (original) The apparatus of claim 45 wherein said game fee comprises a fixed amount.
47. (original) The apparatus of claim 45 wherein said game fee comprises a variable amount.
48. (original) The apparatus of claim 47 where said variable amount depends upon said wager obtained from said player.

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49. (original) The apparatus of claim 35 wherein said actual outcome generated by said random number generator is a first choice fifty percent of the time said random number generator is executed.

50. (canceled)

51. (canceled)

52. (canceled)

53. (new) A computer program product comprising:
a computer usable medium having computer readable program code for enabling a plurality of players to issue a wagering challenge and then wager on a random chance event executed in said computer readable medium, said computer readable program code configured to:
present a gaming and communication interface to a first player;
obtain information from said first player that identifies a second player;
issue a challenge to said second player via said communication interface;
obtain a wager from said first player and said second player via said gaming interface;
obtain a predicted outcome from said second player via said gaming interface and assign said first player to an alternative outcome;
obtain an action command from said first player;
execute a random number generator configured to simulate a random chance event when said action command is received and said second player has entered said wager and said predicted outcome and said first player has entered said wager and been assigned said alternative outcome;

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present an animated graphical component that simulates said random chance event to said first player and said second player via said gaming interface;

obtain an actual outcome using output from said random number generator, wherein said random number generator executes on a gaming engine separable from said gaming interface and wherein a winner between said second player wagering on said predicted outcome and said first player wagering on said alternative outcome is derived by determining whether said predicted outcome matches said actual outcome or said alternative outcome matches said actual outcome;

assign said second player as a winner if said predicted outcome matches said actual outcome;

assign said first player as a winner if said alternative outcome matches said actual outcome;

charge a game fee amount to said winner between said first player and said second player;

inform said first player and said second player which player is said winner as determined by said execution of said random number generator.

54. (new) The method of claim 53 wherein said wager is over a binary event.